

ABSTRACT

A poseable figure has a spine system that is capable of a wide range of life-like movement and capable of being positioned and maintained in numerous life-like poses. The spine system includes a plurality of mating spine segments engaged, in a friction fit, with one another such that the mating spine segments swivel with respect to one another. A soft body portion is disposed around the spine system to simulate the flesh of the figure and to allow the spine system to be moved into a wide range of positions. In addition to human figures, the spine system can be used in animals and other living or non-living articulated figures.